March 2019: Contributing to FOSS

Topic: Contributing to FOSS

If you've been around the open-source software community long, you've probably
heard a hundred times how great it is to contribute to open source — how
responsible, how empowering, how educational, how uplifting. But you may not
have heard much about how to actually do it, and maybe unexplained jargon and
techniques have deterred you.

So let's do a hands-on night of learning and trying out the techniques of
open-source contribution. Bring a laptop if you have one, or we'll pair you
up with somebody who does.

February 2019: State Machines

Topic: State Machines

(Or *Rage Against the State Machines of Loving Grace*)

Here's one of those terms that Real Computer Science people

toss around casually
that makes the rest of us feel intimidated. But they don't have to be! We actually
all program state machines without even realizing it. By doing it a little more
consciously, and optionally using a library designed for them, you can make your
code cleaner and more explicit.

State machines (or Finite State Machines) are a cross-language concept, but we'll
use the Python [transitions](#) library
to demonstrate them.

[Notebook](#)

December 2018: A Language from Scratch

Topic: A Language from Scratch

Marc Abel presents: A Language from Scratch

You may never need to write a programming language from the ground up —
yet you can learn a ton from somebody who has. For our November meeting,
Marc Abel showed us the parser for DDL-Basic, a loving tribute to both

TRS-80 BASIC and our group. In December, he'll move on to the language
implementation itself, showing how a language can be built from the ground
up. It's turtles (of code) all the way down. You'll laugh, you'll learn,
you'll leave a bigger person.

November 2018: Parsers

Topic: Parsers

Marc Abel presents Parsers!

As you read this sentence, your mind identifies the words, punctuation,
and the boundaries of the sentence. Good job — your internal parser is
working well.

To write your own languages, you'll need a parser — whether it's a full-fledged
Turing complete language, or just a tiny special-purpose Domain Specific Language
(DSL). Even if you don't, insight into how code is parsed helps you know and
love your programming language better.

October 2018: Lua

Topic: Lua

Every new language you learn (even a little) stretches your
brain.
Prepare yourself!

Lua is a lightweignt scripting language designed primarily for
embedded use in applications. It's got a lot in common with
our
better-known dynamic languages like Perl, Python, and Ruby.
You
may already own apps, games, or microprocessors you could
script
with Lua. Let's give it a spin!

Come enjoy dinner in our new meeting place upstairs at
Brixx Ice Co., meet inquisitive fellow programmers
(novice and veteran), have fun, and learn some great stuff.

- [Jupyter and Lua](#)

- [notebook](#)